

LISTING OF CLAIMS

1. (Currently Amended) A gaming machine comprising:

a display; and

a game controller adapted for:

controlling images of symbols to be displayed on the display,

effecting on the display a bonus feature wherein at least a first outcome is guaranteed to be a successful outcome resulting to result in an amount of prize credits,

offering through the display a choice to select between (a) continuing the bonus feature, and (b) ending the bonus feature, and,

~~if the in response to a choice selected is~~ selection of (a) continuing the bonus feature, said game controller adapted for: (1) determining [(1)] a subsequent prize for a successful subsequent outcome, (2) determining an amount of said prize credits to be risked in selecting to continue the bonus feature, and [(2)] (3) determining a variable probability of the successful subsequent outcome occurring, wherein said probability being calculated based on [(the)] said subsequent prize for [(the)] a successful subsequent outcome and [(an)] said amount of said prize credits to be risked in selecting to continue the bonus feature; and

generating a subsequent outcome utilizing the ~~variable~~ probability,

~~if the in response to said~~ subsequent outcome [(is)] being a successful outcome, said game controller adapted for offering through the display the choice of continuing with the bonus feature [(but,)]; and

~~if the in response to said~~ subsequent outcome [(is)] being an unsuccessful outcome, said game controller adapted for (1) ending the bonus feature, and (2) forfeiting ~~at least a portion of~~ said amount of said total amount of prize credits.

2. (Previously Presented) The gaming machine of claim 1, wherein the game controller effects the bonus feature when a predetermined trigger condition occurs in a base game.

3. (Previously Presented) The gaming machine of claim 1, wherein the display displays a payable that indicates a number of credits that will be paid for various successful outcomes which occur during the playing of the bonus feature.

4. (Previously Presented) The gaming machine of claim 3, wherein the display includes a prize meter which provides a cumulative total of credits won due to successful outcomes which have occurred during the playing of the bonus feature.

5. (Canceled)

6. (Canceled)

7. (Currently Amended) The gaming machine of claim 1, wherein ~~the choice is continuing the bonus feature, the~~ said game controller ~~determines the~~ adapted for determining said subsequent prize for a successful subsequent outcome using a weighted random selection.

8. (Canceled)

9. (Currently Amended) The gaming machine of claim 1, wherein ~~[[the]]~~ said variable probability of ~~[[a]]~~ the successful subsequent outcome is ~~determined~~ calculated by the following equation:

$$Ps = (\text{said at least a portion of said total amount of prize credits}) / ([\text{of}] \text{said at least a portion of said amount of prize credits} + [\text{said}] \text{the determined said subsequent prize}).$$

10. (Canceled)

11. (Canceled)

12. (Currently Amended) A method of playing a game on a game playing apparatus, the method comprising:

displaying a bonus feature guaranteeing a successful first outcome ~~resulting to result~~ in an amount of prize credits;

offering a choice to select between (a) continuing the bonus feature and (b) ending the bonus feature;

~~if the in response to a choice selected is~~ selection of (a) continuing the bonus feature, (1) determining [(1)] a subsequent prize for a successful subsequent outcome, (2) determining an amount of said prize credits to be risked in selecting to continue the bonus feature, and [(2)] (3) determining a variable probability of the successful subsequent outcome occurring, wherein said probability being calculated based on [(the)] said subsequent prize for [(the)] a successful subsequent outcome, and [(an)] said amount of said prize credits to be risked in selecting to continue the bonus feature;

generating a subsequent outcome utilizing the variable probability,

~~if the in response to said~~ subsequent outcome [(is)] being a successful outcome, said game controller adapted for offering through the display the choice of continuing with the bonus feature [(but,)]; and

~~if the in response to said~~ subsequent outcome [(is)] being an unsuccessful outcome, said game controller adapted for (1) ending the bonus feature, and (2) forfeiting ~~at least a portion of~~ said amount of said total amount of prize credits.

13. (Previously Presented) The method of claim 12, further comprising triggering the bonus feature when a predetermined trigger condition occurs in a base game.

14. (Previously Presented) The method of claim 12, further comprising displaying a payable on a screen display of the bonus feature, the payable indicating a number of credits that will be paid for various successful outcomes of the bonus feature.

15. (Previously Presented) The method of claim 14, further comprising displaying a prize meter providing a cumulative total of the number of credits won due to successful outcomes.

16. (Canceled)

17. (Canceled)

18. (Currently Amended) The method of claim 12, and further comprising ~~if the choice is continuing the bonus feature~~, determining ~~[[the]]~~ said subsequent prize for a successful subsequent outcome with a weighted random selection.

19. (Canceled)

20. (Previously Presented) The method of claim 12, wherein ~~determining the~~ calculating said variable probability of ~~[[a]]~~ the successful subsequent outcome comprises using the following equation:

$$Ps = (\text{said } \underline{\text{at least a portion of said total amount of prize credits}}) / (\text{said } \underline{\text{at least a portion of said amount of prize credits}} + \text{[[said]] } \underline{\text{the determined said subsequent prize}}).$$

21. (Canceled)